

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method of selling a lottery ticket to a player for participation in a game event offered by a game provider, comprising the steps of:

preprinting a ticket with machine-readable means thereon;
receiving, from a player, data identified by machine-
readable means printed on a presenting the ticket for
participation participating in a game event, said ticket having
the machine-readable means printed thereon prior to said
receiving and responsive to the player selecting one or more bet
combinations, said machine-readable means corresponding to the
bet combinations selected by the player;

receiving payment from the player for the ticket;
activating the ticket to participate in the game event;
permitting the ticket to participate in a game event; and
printing a receipt with indicia thereon; the indicia
including proof of payment and activation of the ticket.

2. (original) The method of claim 1, wherein the machine-readable means is a bar code.

3. (original) The method of claim 1, wherein the machine-readable means identifies a specific lottery product.

4. (original) The method of claim 1, wherein the machine-readable means or a part of the machine-readable means identifies a specific game provider identifier.

5. (original) The method of claim 1, wherein the machine-readable means includes a ticket security authentication code.

6. (currently amended) The method of claim 1, wherein the ~~step of preprinting of the ticket is printed carried out~~ by a device selected from the group consisting of a commercial printer, a self-service terminal, a lottery kiosk and a standard lottery terminal.

7. (original) The method of claim 1, wherein the machine readable means includes multiple barcodes.

8. (original) The method of claim 1, wherein the indicia on the receipt includes activation price.

9. (original) The method of claim 1, wherein the indicia on the receipt includes an activation transaction identifier.

10. (original) The method of claim 1, wherein the indicia on the receipt includes a security authentication code.

11. (original) The method of claim 10, further comprising the step of: generating the security authentication code using an algorithm and secret data.

12. (original) The method of claim 11, wherein the algorithm is a standard encryption algorithm.

13. (original) The method of claim 11, wherein the step of generating the security authentication code uses information available only to a game provider.

14. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from the information available on the receipt.

15. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from a store back office system.
16. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived partially from the game provider and partially from the indicia on the receipt.
17. (original) The method of claim 1, further comprising the step of: sending detailed instant ticket information to the game provider for registration of sale from a cash register.
18. (original) The method of claim 1, further comprising the step of: assigning a unique ticket identifier for a non-instant game in a way that part of the identifier algorithmically corresponds to a combination bet.
19. (original) The method of claim 1, further comprising the step of: verifying a player's age prior to activating the ticket to participate in a game event.
20. (new) The method of claim 1, wherein the ticket represents a bearer's bond only after said activating.
21. (new) The method of claim 1, wherein the player selects the bet combinations at a printer location and receives the ticket from the printer location with the machine-readable means printed thereon, and wherein said activating comprises activating, at a point-of-sale terminal, the data identified by the machine-readable means.

22. (new) The method of claim 1, wherein the received data corresponds to the bet combinations on the ticket.